

AMENDMENTS TO CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-24 (cancelled)

25. (currently amended) A method performed by a plurality of gaming machines linked together, the gaming machines having a plurality of lamps of different colors forming a border running along at least left and right sides of each gaming machine's display, the display for displaying a main game, the method comprising:

receiving signals by each linked gaming machine;

selectively illuminating the lamps of the linked gaming machines running along the left and right sides of each gaming machine's display in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature,

wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines to signal the beginning of a competitive game.

26. (previously presented) The method of Claim 25 further comprising:

displaying a first screen of a game;

activating lamps in the border in a first manner that does not affect an outcome of the game;

receiving an instruction from a player;

determining an outcome of the game following the instruction; and

activating lamps in the border in a second manner that does not affect an

outcome of the game, different from the first manner, when the outcome is a winning outcome.

27. (original) The method of Claim 26 further comprising:

activating lamps in the border in a third manner, different from the first manner and second manner, when the outcome is a losing outcome.

28. (original) The method of Claim 25, further comprising:

displaying a first screen of a game on a first portion of the display;

activating a first portion of the lamps in the border, wherein the first portion of lamps are adjacent to the first portion of the display;

displaying a second screen of a game on a second portion of the display; and

activating a second portion of the lamps in the border, wherein the second portion of the lamps are adjacent to the second portion of the display.

29. (original) The method of Claim 25, further comprising:

activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on an amount bet by a player.

30. (original) The method of Claim 25, further comprising:

activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on a number of activated pay lines.

31. (cancelled)

32. (cancelled)

33. (previously presented) The gaming system of Claim 25, wherein the border

comprises a plurality of lamps extending around adjacent sides of the display.

34. (cancelled)

35. (previously presented) The method of Claim 25, wherein selectively illuminating the lamps in the border comprises selectively illuminating a plurality of lamps along at least two adjacent sides of the display.

36. (cancelled)

37. (previously presented) The method of Claim 25 wherein the linked gaming machines are associated with a common jackpot, and wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines to indicated that the linked gaming machines are associated with a common jackpot.

38. (previously presented) The method of Claim 25 wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines in a sequential manner.

39. (previously presented) The method of Claim 25 wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines in a same way.

40. (cancelled)

41. (previously presented) The method of Claim 25 wherein the linked gaming machines have a common jackpot, and wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines to signal the beginning of a jackpot game.

42. (previously presented) The method of Claim 25 selectively illuminating the

lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines in a pattern, wherein one or more of the linked gaming machines is indicated by the illumination of lamps as a winning machine in accordance with the pattern.

43. (previously presented) The method of Claim 25 further comprising selectively illuminating the lamps of a particular gaming machine for a common game among the linked gaming machines to indicate that the particular gaming machine has won the common game.